



**KENSHI**  
KENSHI TAKAHASHI

**BLIND WARRIOR**

Kenshi cannot be prevented from choosing a figure to attack by any special power on any Army Card or Glyph. When Kenshi attacks a figure on a Shadow Tile, that figure does not receive any additional defense dice for the Shadow Tile.

**TELEKINETIC SWORDPLAY**

If Kenshi attacks a figure with his normal attack and at least one skull is rolled, he may attack a figure again. He may continue attacking figures, rolling 1 fewer attack die for each subsequent attack, until you fail to roll a skull. After each attack, if the defending figure received one or more wounds, you may place the figure on an empty space within 1 space of its original placement. Moved figures do not take any leaving engagement attacks.

**SENTO'S GUIDANCE**

When Kenshi rolls defense dice, you may count one blank rolled as an automatic shield. If Kenshi has any excess shields when defending against a non-adjacent normal attack, you may remove one Wound Marker from this card or, if the attacking figure is within 5 clear sight spaces, you may instead inflict a wound on the attacking figure.



**HUMAN**

**UNIQUE HERO**

**WARRIOR**

**DETERMINED**

**MEDIUM 5**

**4**

**LIFE**

**MOVE 5**

**RANGE 3**

**ATTACK 4**

**DEFENSE 4**

**190**

**POINTS**

